THE ARCADE SMASH! SIMULTANEOUS 2-PLAYER ACTION!

NARC™

"NO ONE HAD THE GUTS ...UNTIL NOW"

just say no INTERNATIONAL

Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

PRINTED IN JAPAN

NES—A8—USA ★

GAME PAK INSTRUCTIONS

Acclaim entertainment, inc. Masters of the Game™

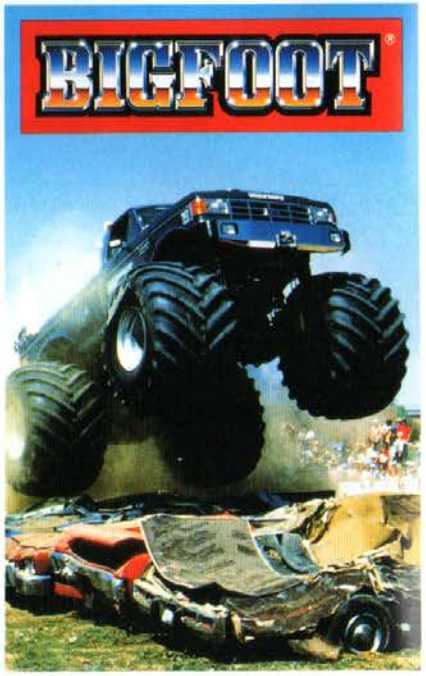
Licensed by Nintendo for play on the Nintendo ENTERTAINMENT SYSTEM®

BIGFOOT®

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

Nintendo® and Nintendo Entertainment System® are trademarks of Nintendo of America Inc.



Climb aboard Bigfoot, the toughest monster truck rig ever pieced together. 460 cubic inches of blown block engine. Giant tractor tires. Cantilever suspension. And behind the wheel? You!

First off, you're going to put a little cross-country mileage under your belt. All the way from LA to New York. And you'll be picking up pick-ups every inch of the way.

Then, as you roll into designated destinations, (like Mesa, Pueblo and Yakima) you'll show your monster stuff in highly publicized side-by-side championship events. There'll be car crushing, tractor-pulling, mud racing, hill climbing and hunks more.

So, get a grip on the wheel, put your pedal to the metal, and steer clear of trouble. 'Cause when the dust and metal finally settle...you've got an excellent chance at the title!

BIGFOOT® COMPETITION

Sanctioned by the Monster Truck Racing Association

COMPETE IN THE ULTIMATE MONSTER TRUCK CHAMPIONSHIP!

There's never been anything like it. This is the monster truck championship to beat all monster truck championships! Already some of the biggest names in the monster truck arena are signed up to compete—like Greg the Growler and Charlie the Charger. And the spots are going fast. Here's what's in store for those who dare put their pedal to the metal in this unprecedented national exposition:

- 4,000 miles of rugged USA terrain on a marathon cross-country trek.
- Parts and repairs from authorized auto shops along the route.
- Championship meets at key cities along the way featuring:

MUD RACING! HILL CLIMBING! CAR CRUSHING! TRACTOR PULLING! DRAG RACING! AND LOTS MORE!!!

- A million-dollar purse with an opportunity to make hundreds of thousands of dollars!!!

SIGN UP TODAY—BEFORE IT'S TOO LATE!!!
ENTRANCE FEE: $1,000.

READY TO RACE

LOADING

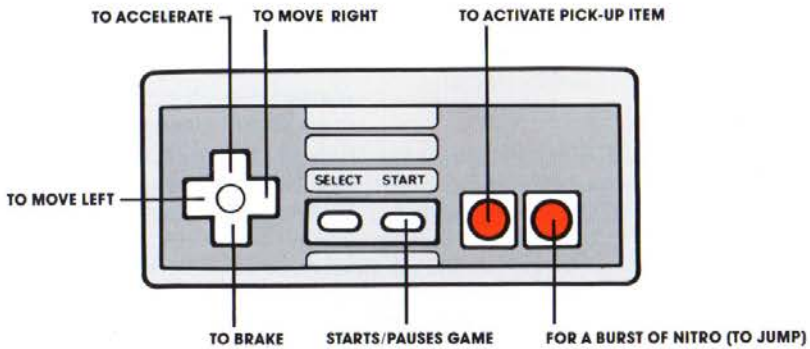
1. Make sure the power switch on your NINTENDO® control deck is OFF.
2. Insert the BIGFOOT® cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.
3. Turn the power switch ON.

You'll first see the BIGFOOT title screen. Press the START BUTTON, then **select one or two players** by moving the ARROW KEY, on player 1's controller, up or down. Press START again.

CROSS COUNTRY

The tournament begins with your first Cross Country race—from LA to Mesa. The following illustration shows you the control points for the Cross Country competition. (For the control points for the Championship Events, see page 13.)

THE CONTROLS



ON THE SCREEN

All the game play information lies across the bottom of the screen as follows:

*SEE *PICK-UP POWER*, (PAGE 8.)

OFF-ROAD OBSTACLES

Easy does it. There are obstacles everywhere on the road to fame and fortune. Here are just a few:

JUMPS—Hurl over 'em.

CAR CRUSHES—Drive over 'em for BONUS POINTS.

WATER SLICKS—Avoid them if you can.

MUD HILLS—Grind over them.

PICK-UP POWER

Your Cross Country trek is loaded with powerful pick-ups—yours for the pickin'. *If* you can get there before your opponent.

Once you pick up a pick-up, it will be shown in the box in the lower corner of the screen—except for NITRO, CHECKPOINTS and CASH. (See ON THE SCREEN, Page 7.)

To collect a pick-up, drive Bigfoot over it.
To activate the pick-up, press the A BUTTON.

Note: *If you don't activate your pick-up before getting another one, you'll lose the opportunity to use it.*

Here's an example: Bigfoot drives over the CIRCULAR SAW pick-up, which is used for damaging your opponent's rig. But before pressing the A BUTTON to activate the saw, Bigfoot drives over the PROTECTIVE SHIELD. The shield is now the available pick-up (shown in the lower corner of the screen) and the saw—which was replaced by the shield—was never used.

Here are the pick-ups you'll find—and what they do for you:

CIRCULAR SAW—Use this to cut your opponent down to size.

PROTECTIVE SHIELD—Use this to protect yourself against a CIRCULAR SAW, or use it as a battering ram.

WRENCH—When you pick this up, incurred damage will be repaired.

THE SPRING—The super suspension system really airs out the front end.

NITRO—A blast of this gives Bigfoot a real boost. NITRO can be accumulated and doesn't disappear when you pick up something new. The Nitro gauge (see ON THE SCREEN, page 7) tells you how many blasts you have left.

CHECKPOINTS—First one here cashes in on the $$$. And this is something you can keep collecting more and more of. And should!

CASHOLA—Pure and simple.

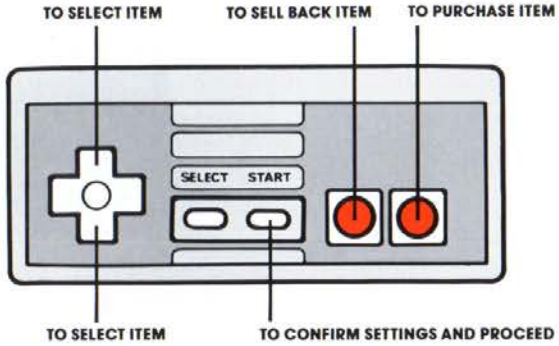
BEEFING UP BIGFOOT

Unless you drive a perfect Cross-Country run, you're going to need to upgrade and repair Bigfoot before the Championship meet. Engine work. Bigger tires. Softer suspension, maybe.

When it comes to spending money on your truck, don't cut corners.

You can buy as much equipment as you can afford at the Auto Parts Shop. And what you should buy, depends on which event is coming up next.

THE CONTROLS



Here's what you can get. And how much it costs per upgrade:

Bigger Engine $800

More Monstrous Tires $600

Transmission Work. $400

Upgraded Suspension. $200

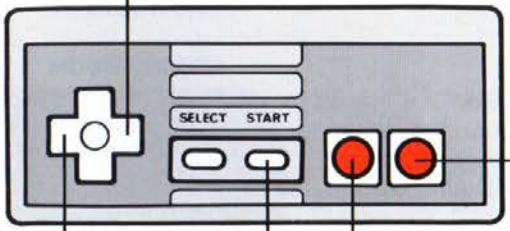
Once you select an item, your cash reserve will drop. Likewise, if you sell back an item, your total cash amount will raise.

CHAMPIONSHIP EVENTS

One Championship Event is held at every stop along the cross-country route. Each one is a "Best 2 out of 3" competition with such monster-punishing competitions as car crushing, hill climbing, tractor pulling, mud running and more, depending on which city you're in.

The following controls points are for these Championship Events only. (For the control points for the Cross-Country competition, see page 6.)

THE CONTROLS



HARD DRIVING

Running these side by side events puts Bigfoot through some pretty hard driving. Here's how to keep her moving—and keep her engine from cutting out:

Keep on truckin'

For optimum power, you'll need to use *both* thumbs on the controller. Use them on both the right and left CONTROL PAD ARROWS,

moving your thumbs up and down—alternating—as fast and hard as you can. Or rock one thumb back and forth on the right and left CONTROL ARROWS and use the other thumb to shift (the A BUTTON).

Shifting Gears

Keep your eye on the Tachometer. When it's in the red, shift. When it gets too low, shift again. Grinding Bigfoot's gears will quickly damage the engine. But easy does it—*too much* shifting isn't good either.

A Blast from your Super Charger

If you feel your engine cutting out—or when you need that added competitive edge, activate your Super Charger (B BUTTON). But be careful—overusing it could overheat your engine.

ON THE SCREEN

There are two dashboards in the middle of the screen. The one on the left belongs to the monster truck on top. The one on the right belongs to the bottom truck. The dashboard gauges provide valuable information on the state of your rig. So keep an eye on them.

① DASHBOARD FOR UPPER TRUCK
② DASHBOARD FOR LOWER TRUCK
③ FUEL
④ TACH
⑤ TEMPERATURE
⑥ SUPER CHARGER

CHAMPIONSHIP EVENTS

THE CAR CRUSH
To smash through this crashing tangle of twisted metal, outfit your Bigfoot with large tires and suspension upgrades. Zap the Super Charger just as you're ready to pounce.

THE MUD RACE

THE MUD RACE
It's a dirty, tough race through the mud, but a cool head and steady GRIP in a lower gear will see you through. Large tires and transmission upgrades are best for this event.

THE HILL CLIMB
You'll need transmission and suspension upgrades to finish this grueling climb to be top of the heap. Lower gears for traction is the way to go here.

THE TRACTOR PULL

THE CAR CRUSH DRAG RACE

THE TRACTOR PULL
Get the largest tires you can afford for this one. You'll need the extra grip. And a powerful engine will help pull you through.

THE CAR CRUSH DRAG RACE
Metal to bash. Jumps to perform. And grates and mud to battle through. A suspension upgrade is definitely recommended here.

THE OYSTER BAY CHAMPIONSHIP DRAG RACE
All of the above—plus your last chance to become the undisputed Monster Truck Champion!

RACING TO WIN

Watch for the scoreboard between meets. It will show you who won the last event, and give the scores and cash earnings for each driver.

Remember, it costs $1,000 to enter each event. And losing a rig on the Cross Country route will cost you another $1,000 for each truck you total.

Here's how to earn points *and* money:

SCORING

Each player starts with a bank of $500

Winner's Purse

Prize Money for each event. $1000
Championship points (not for Cross Country) $5000

Costs

Entrance fee for events (side view only) $1000
Replacement Bigfoot (during Cross Country) $1000
Upgrades (See *Beefing Up Bigfoot,* page 10) . . . . $100-$800

Pickups (Cross Country Game Only)

$ sign (random amount) $100, $200, $500
Flag checkpoint. $100

Bonus Points (Cross Country Game Only)

Crushing cars
- partially crushed. . . . . 50 pts.
- new cars . . . . . 100 pts.

Pickups (except for $ sign). . . . . 100 pts.

MONSTER DRIVING TIPS

- Build up your cash to afford parts and repairs. But don't forget: in the end, it's the rig with the most points—not the most cash—who wins it!
- Pick up everything you can. But remember: pick-ups aren't cumulative. So use them as soon as you can.
- When competing in the Cross Country marathon, don't under estimate the power of the circular saw. Besides, who's going to see you out in the middle of nowhere?
- In the Championship Events, don't forget the power of your Super Charger. It can make all the difference at the finish line.
- Excessive gear grinding will strain the transmission to the breaking point. So shift slow and easy—and avoid overusing the gears.
- In the Championship events, driving flat out (with your tach screaming in the red) could easily burn out your engine. So keep it powered, but not pushed.

TAKE THE WIN

The championship. It's yours for the taking. You've got the truck. You've got the most blown-out engine ever assembled. Plus souped-up suspension and monster tires. All you need is a steady hand and a cool head.

So climb aboard. And paste your pedal to the metal. This run is going to take everything you got. Now take off and take it. Nothing can stop you now.

JOIN THE BIGFOOT INTERNATIONAL FAN CLUB

For information about joining the Bigfoot Fan Club, write to:
Bigfoot International Fan Club, 6311 N. Lindbergh, Hazelwood, MO 63042.

ACCLAIM ENTERTAINMENT, INC. LIMITED WARRANTY

Acclaim Entertainment, Inc. (Acclaim) warrants to the original purchaser only of this Acclaim software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Acclaim software program is sold "as is," without express or implied warranty of any kind, and Acclaim is not liable for any losses or damages of any kind resulting from use of this program. Acclaim agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Acclaim software product, postage paid with proof of date of purchase, at its Factory Service Center. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is full extent of our liability.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if defect in the Acclaim software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACCLAIM. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE IN NO EVENT WILL ACCLAIM BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ACCLAIM SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful. How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402. Stock No. 004-000-00345-4.

Distributed & Marketed at 71 Audrey Avenue, Oyster Bay, N.Y. 11771, (516) 624-9300.

00718